



Unreal Engine - AI Cover System v1.3.0 (Engine version 5.2)

2025-02-10 16:45:47

label

我要反馈

下载页面



Unreal Engine - AI Cover System: Introducing our code plugin framework designed to seamlessly implement cover mechanics for AI in your game. With this framework, you can effortlessly enhance your AI's decision-making process by analyzing level geometry to generate dynamic cover information. Gone are the days of tedious hand-placing – our system is fully procedural and adapts to changes in level geometry, including movable objects used as cover.

- Procedural Cover Generation: Our framework analyzes level geometry to generate cover information for your AI, eliminating the need for manual placement.
- Blueprint API: Easily access the generated cover data through our intuitive Blueprint API, allowing for seamless integration into your project.
- Multi-threaded Dynamic Runtime Generation: Enjoy non-blocking runtime generation of covers, thanks to our multi-threaded build process executed in a separate worker thread.
- Behavior Tree Library: Implement cover mechanics for your AI with ease using our library of behavior tree nodes tailored specifically for cover-based decision-making.



去下载

标签

- 平面设计
- Unreal Engine
- 3D-Models

inve

产品数量

已有 42647个

grov

付费会员

已有 1676位

anal

价值评估

商业价值约 ¥6635.87万元

dow

下载数量

已下载 222908次